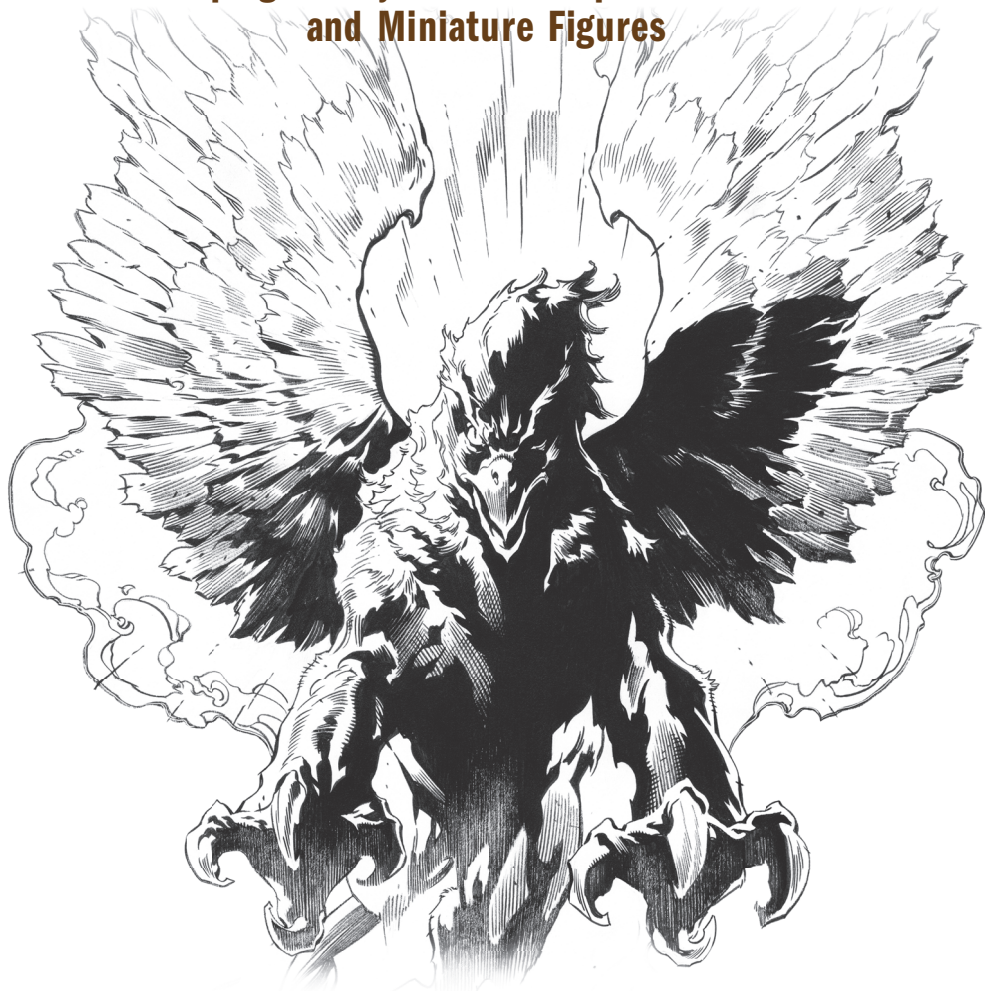# DUNGEONS & DRAGONS®

Rules for Fantastic Medieval Wargames

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BOOK III

THE UNDERWORLD & WILDERNESS ADVENTURES

GARY GYGAX & DAVE ARNESON

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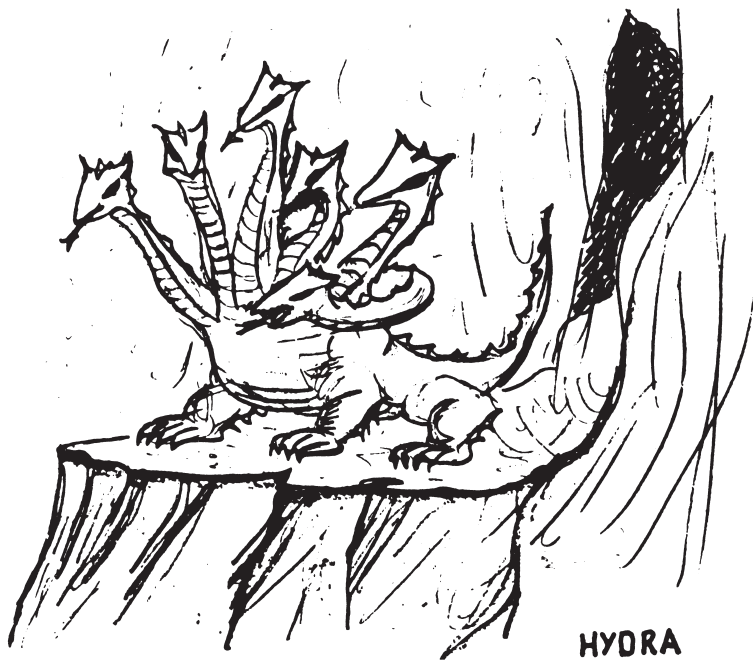
DUNGEONS & DRAGONS®

Book III

THE UNDERWORLD & WILDERNESS ADVENTURES

BY
GARY GYGAX & DAVE ARNESON

HYDRA

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THE UNDERWORLD

Before it is possible to conduct a campaign of adventures in the mazey dungeons, it is necessary for the referee to sit down with pencil in hand and draw these labyrinths on graph paper. Unquestionably this will require a great deal of time and effort and imagination. The dungeons should look something like the example given below, with numerous levels which sprawl in all directions, not necessarily stacked neatly above each other in a straight line.

SAMPLE CROSS SECTION OF LEVELS:

KEY: Stairs Slanting Passage Chute
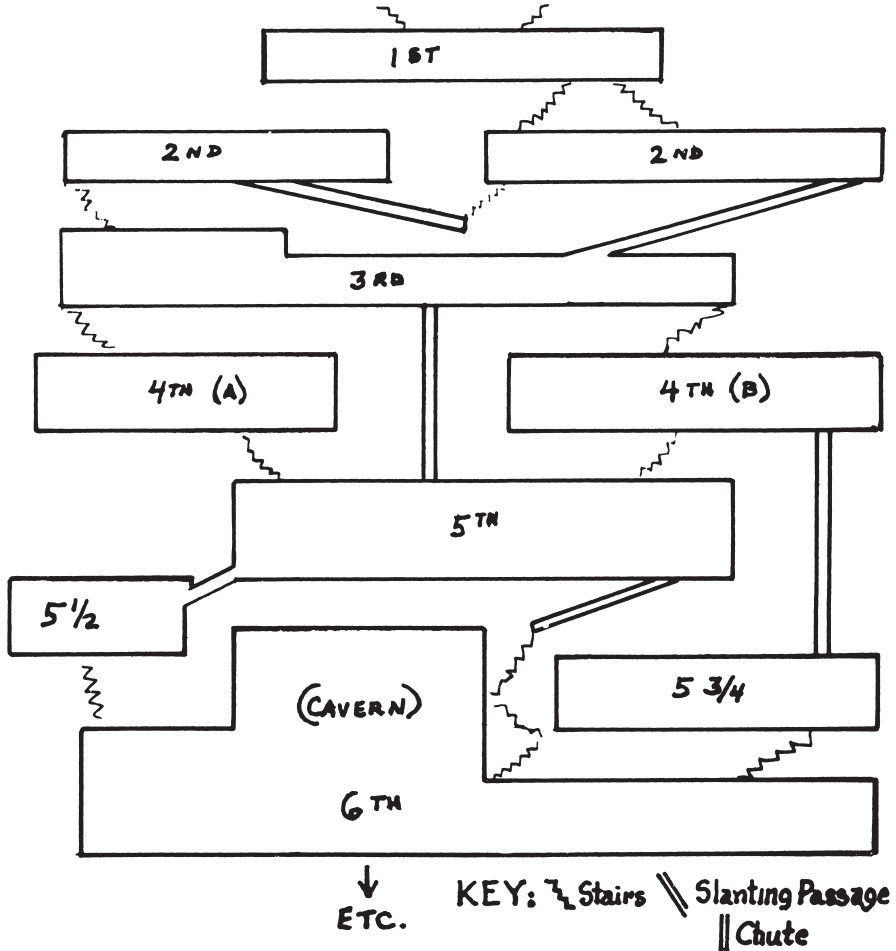
In beginning a dungeon it is advisable to construct at least three levels at once, noting where stairs, trap doors (and chimneys) and slanting passages come out on lower levels, as well as the mouths of chutes and teleportation terminals. In doing the lowest level of such a set it is also necessary to leave space for the various methods of egress to still lower levels. A good dungeon will have no less than a dozen levels down, with offshoot levels in addition, and new levels under construction so that players will never grow tired of it. There is no real limit to the number of levels, nor is there any restriction on their size (other than the size of graph paper available). "Greyhawk Castle," for example, has over a dozen levels in succession downwards, more than that number branching from these, and not less than two new levels under construction at any given time. These levels contain such things as a museum from another age, an underground lake, a series of caverns filled with giant fungi, a bowling alley for 20′ high Giants, an arena of evil, crypts, and so on.

A sample level is shown below in order to aid the prospective referee in designing his own game:
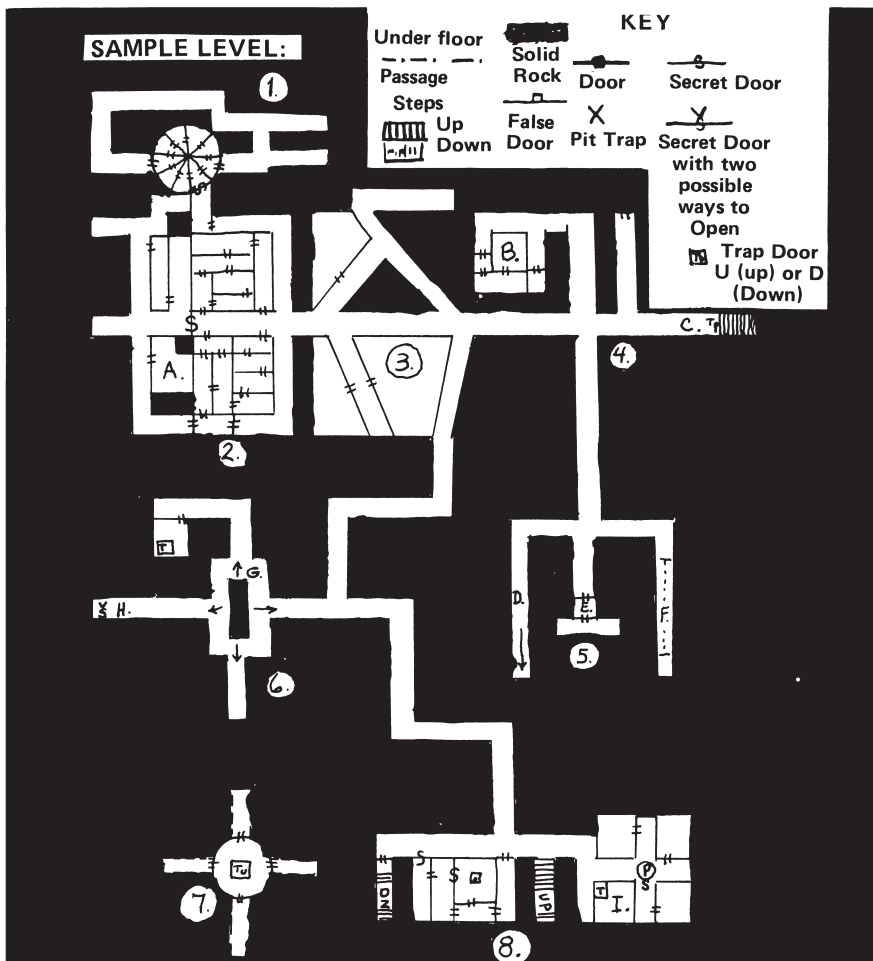
SAMPLE MAP OF UNDERWORLD LEVEL:

1. Note stairs down lead through blind passages and return to circular room with wedge-shaped divisions. Unless secret door is located this area will lead nowhere.

2. This is a simple room-labyrinth, generally leading nowhere, but "A" would be a room containing a monster and treasure, i.e. let us say "4 ogres with 2,000 G.P. and 1 magic potion."

3. This area simply illustrates the use of slanting passages to help prevent players from accurately mapping a level (exact deviation from cardinal points is quite difficult for them to ascertain).

4. No matter which way west players move they will end up turning into the lair of the monster "B," let us suppose a basilisk. There is a false door in the second passage north. The tunnel to the east contains a trap, "C," a slide to a lower level which is disguised as a set of up stairs.

5. The combinations here are really vicious, and unless you're out to get your players it is not suggested for actual use. Passage south "D" is a slanting corridor which will take them at least one level deeper, and if the slope is gentle even dwarves won't recognize it. Room "E" is a transporter, two ways, to just about anywhere the referee likes, including the center of the earth or the moon. The passage south containing "F" is a one-way transporter, and the poor dupes will never realize it unless a very large party (over 50' in length) is entering it. (This is sure-fire fits for map makers among participants.)

6. Again, here are a couple of fun items to throw at players. "G" is a shifting section of wall, with a secret die roll to determine which way it will go: 1 = N., 2 = E., 3 = S., 4 = W., and 5 & 6 it stays put! Such a section will possibly close one of the four corridors, possibly blocking access to/from the trapdoor located in the room 20' square located in the northwest. Point "H" is a two-way secret door. On an odd die result, let us suppose, it opens on a room to the west. Otherwise it opens on a passage south. The same trick can be used with staircases, having them go up or down at random.

7. This is the nexus for a modular section which will revolve at random periods. Although the passages north, south, etc. will always remain the same, the areas 10' × 20' beyond will be different at various times. Again, this will frustrate those setting out to map a level. All round rooms must not be nexuses. However, the circular structure in example 1. could, with a bit of alteration, be made into one, as could any room of any shape, providing the modules were properly designed so as to rotate around it.

8. Note the pit (X) at the four-way intersection containing a secret door on its south surface. A small tunnel will lead discoverers to the room containing monster "I" . . . a true troll or two perhaps. The western portion contains the room of some evil man, complete with two secret doors for handy escape. There is also a flight of stairs leading down. Falling into the pit would typically cause damage if a 1 or a 2 were rolled. Otherwise, it would only mean about one turn of time to clamber out, providing the character had spikes or associates to pull him out, and providing the pit wasn't one with a snap-shut door and the victim was alone.

In laying out your dungeons keep in mind that downward (and upward) mobility is desirable, for players will not find a game enjoyable which confines them too much. On the other hand unusual areas and rich treasures <u>should</u> be relatively difficult to locate, and access must be limited. The layout of a level will affect the route most often followed by players. Observation of the most frequently used passages and explored rooms will guide the referee in preparation of successive levels, which, of course, should be progressively more dangerous and difficult.

Tricks and Traps: Besides those already indicated on the sample level, there are a number of other easily added tricks and traps. The fear of "death," its risk each time, is one of the most stimulating parts of the game. It therefore behooves the campaign referee to include as many mystifying and dangerous areas as is consistent with a reasonable chance for survival (remembering that the monster population already threatens this survival). For example, there is no question that a player's character could easily be killed by falling into a pit thirty feet deep or into a shallow pit filled with poisoned spikes, and this is quite undesirable in most instances. Here are a few simple items which can be included:

> False stairs, either up or down
> Steps which lead to a slanting passage, so the player may actually stay on the same level, descend <u>two</u> levels, or ascend <u>two</u> levels
> Trap steps which lead up a short distance, but then go downwards for at least two levels, with the return passage blocked by bars or a one-way door
> Intra-level teleportation areas, so that a player will be transported to a similar (or dissimilar) area on the same level, possibly activated by touching some item (such as a gem, door, or the like)
> Sinking rooms, including rooms which <u>seem</u> to sink, while the doors remain shut fast for a period of several turns
> Illusion, mind control, and geas rooms
> Sections which dead-end so as to trap players being pursued by monsters
> Doors which are openable from one side only, which resist opening from one side, or which appear at random intervals
> Natural passages and caverns which have varying width and direction, so that it is virtually impossible to accurately map such areas
> Space distortion corridors or stairs which seem longer or shorter than they actually are

Distribution of Monsters and Treasure:

As a general rule there will be far more uninhabited space on a level than there will be space occupied by monsters, human or otherwise. The determination of just where monsters should be placed, and whether or not they will be guarding treasure, and how much of the latter if they are guarding something, can become burdensome when faced with several levels to do at one time. It is a good idea to thoughtfully place several of the most important treasures, with or without monstrous guardians, and then switch to a random determination for the balance of the level. Naturally, the more important treasures will consist of various magical items and large amounts of wealth in the form of gems and jewelry. Once these have been secreted in out-of-the-way locations, a random distribution using a six-sided die can be made as follows:

1. Roll the die for every room or space not already allocated. A roll of a 1 or 2 indicates that there is some monster there. The monster(s) can be selected by use of the <u>Monster Determination & Level of Monster Matrix</u> which is given later in this booklet. The number of monsters is best determined by the level being considered and the kind of monster inhabiting the room or space. The <u>Monster Table</u> from Book II can be most helpful here. Note that Ochre Jellies, Black Puddings, Green Slime, etc. are generally distributed randomly, usually in passages, without treasure.

2. Roll again for every room and space. A roll of 1–3 in those rooms or spaces with monsters in them indicates some form of treasure is present. A roll of 1 in a room or space which is unoccupied indicates that there is some form of treasure there.

3. To determine the kind of treasure use the following table:

Level Beneath Surface	Silver	Gold	Gems/Jewelry	Magic
1	100*	10*	05% each*	05%
2–3	100**	100*	10% each*	05%
4–5	1,000*	200*	20% each*	10%
6–7	2,000*	500*	30% each*	15%
8–9	5,000*	1,000*	40% each**	20%
10–12	5,000*	2,000*	50% each**	25%
13 or more	10,000*	5,000*	50% each**	30%

 *multiply by number rolled on a six-sided die
**multiply by number rolled on a twelve-sided die

Silver will always be in the treasure.
Gold will be in the treasure 50% of the time.
Gems/Jewelry will be in the treasure as indicated by the percent given.
Magic will be in the treasure as indicated by the percent given.

BASILISK

Unguarded Treasures should be invisible, hidden behind a secret door or under the floor, locked in hard-to-open strong boxes with poison needles or deadly gas released when they are opened. (There are many variants of the above possible, and many other types of protection which can be devised.)

Maintaining Freshness: As monsters inhabiting the rooms, spaces, and corridors of a level are killed or captured, the level will become drab and dull. Coupled with this problem, players will have made fairly accurate maps of the level, so it will be challengeless this way also. Remembering that egress to lower levels is desirable, one must nevertheless revamp worn levels by one or more of the several methods suggested below:

1. Make minor alterations with eraser and pencil, blocking passages, making new ones, dividing rooms, and filling in others.

2. Extend the boundaries of the map, if not already filled to the edges of the paper, adding corridors and rooms.

3. Replace monsters in new areas as well as those less frequented old areas where monsters were located and removed sometime previously.

4. Reverse directions on the map, carefully relocating ways down to lower levels so as they still correspond to markings below, and do the same for passages upwards.

5. Add a passage which continues past the established boundary of the level, creating a split or sub-level which it leads to, complete with new treasure and monsters.

Using these suggestions, and whatever else you dream up, there is no reason why participants in the campaign should not continue to find mystification, enjoyment, excitement, and amusement in the challenge of the myriad passages of the dungeons.

THE MOVE/TURN IN THE UNDERWORLD:

In the underworld all distances are in feet, so wherever distances are given in inches convert them to tens of feet.

Movement (distances given in Book 1) is in segments of approximately ten minutes. Thus it takes ten minutes to move about two moves — 120 feet for a fully armored character. Two moves constitute a turn, except in flight/pursuit situations where the moves/turn will be doubled (and no mapping allowed).

Time must be taken to rest, so one turn every hour must be spent motionless, and double the rest period must be taken after a flight/pursuit takes place.

Time spent searching for anything (secret passages, hidden treasure, etc.), loading treasure, listening, ESP'ing, hiding, will be adjudged by the referee as to what portion of a turn will be used by the activity. Typically, ESP'ing will take but a quarter turn, while searching a ten foot section of wall for secret passages will require a full turn.

Melee is fast and furious. There are ten rounds of combat per turn.

Secret passages will be located on the roll of a 1 or a 2 (on a six-sided die) by men, dwarves or halflings. Elves will be able to locate them on a roll of 1–4. At the referee's option, Elves may be allowed the chance to sense any secret door they

pass, a 1 or a 2 indicating that they become aware that <u>something</u> is there. Generally, doors will not open by turning the handle or by a push. Doors must be forced open by strength, a roll of a 1 or 2 indicating the door opens, although smaller and lighter characters may be required to roll a 1 to open doors. There can be up to three characters attempting to force open a door, but this will disallow them rapid reaction to anything awaiting them on the other side. Most doors will automatically close, despite the difficulty in opening them. Doors will automatically open for monsters, unless they are held shut against them by characters. Doors can be wedged open by means of spikes, but there is a one-third chance (die 5–6) that the spike will slip and the door will shut.

Traps are usually sprung by a roll of a 1 or a 2 when any character passes over or by them. Pits will open in the same manner.

When characters come to a door they may "listen" to detect any sound within. Note "Undead" never make any sound. A roll of 1 for humans, and 1 or 2 for Elves, Dwarves, or Halflings will detect sound within if there is any to be heard. A good referee will have noise corridors (moaning, clanking, etc.) and rooms from whence come shuffling or muttering sounds.

In the underworld some light source or an infravision spell must be used. Torches, lanterns and magic swords will illuminate the way, but they also allow monsters to "see" the users so that monsters will never be surprised unless coming through a door. Also, torches can be blown out by a strong gust of wind. Monsters are assumed to have permanent infravision as long as they are not serving some character.

While some referees allow Fire Balls and Lightning Bolts to be hurled in confined spaces, blasting sections of the stone equal to the remainder of their normal shape, it is suggested that the confined space cause these missiles to <u>rebound</u> toward the sender, i.e. a Lightning bolt thrown down a corridor 40 feet long will rebound so as to reach its stated length of 6" (60 feet underground), and this will mean the sender is struck by his own missile. It may also be compromised, allowing say two feet of stone wall to be destroyed (allowing one foot of stone destroyed for every ten feet the space is short of full distance) and rebounding the missile one-half the distance short.

UNDERWORLD MONSTERS:

Sighting Monsters: Players will see monsters at 20–80 feet (roll a pair of four-sided dice to determine the distance) unless they are <u>surprised</u> by the monster.

<u>Surprise:</u> A Condition of surprise can only exist when one or both parties are unaware of the presence of the other. Such things as ESP'ing, light, and noise will negate surprise. If the possibility for surprise exists roll a six-sided die for each party concerned. A roll of 1 or 2 indicates the party is <u>surprised</u>. Distance is then 10–30 feet.

Surprise gives the advantage of a free move segment, whether to flee, cast a spell or engage in combat. If monsters gain surprise they will either close the distance between themselves and the character(s) (unless they are intelligent and their prey is obviously too strong to attack) or attack. For example a Wyvern surprises a party of four characters when they round a corner into a large open area. It attacks as it is within striking distance as indicated by the surprise distance determination which was a 2, indicating distance between them was but 10 feet. The referee rolls a pair of six-sided dice for the Wyvern and scores a 6, so it will not sting. It bites and hits. The Wyvern may attack once again before the adventurers strike back.

Wandering Monsters: At the end of every turn the referee will roll a six-sided die to see if a "wandering monster" has been encountered. A roll of 6 indicates a wandering monster has appeared. The direction of appearance is determined by random number generation considering the number of possible entries. Distance and surprise are decided in the usual manner. The kind of monster is determined on the table below. (For wilderness encounters an entirely different table will be used).

MONSTER DETERMINATION AND LEVEL OF MONSTER MATRIX:

Level Beneath the Surface	Consult Monster Level Table Number					
	1	**2**	**3**	**4**	**5**	**6**
1	Die 1–2	3–4	5	6	–	–
2	1	2	3–4	5	6	–
3	–	1	2	3–4	5	6
4–5	–	–	1	2–3	4–5	6
6–7	–	–	–	1	2–4	5–6
8–9	–	–	–	–	1–2	3–6
10–12	–	–	–	–	1	2–6
13+	–	–	–	–	–	1–6

MONSTER LEVEL TABLES:

1	Die		2	Die
Kobolds	1		Hobgoblins	1
Goblins	2		Zombies	2
Skeletons	3		Lizards	3
Orcs	4		Warriors	4
Giant Rats	5		Conjurers	5
Centipedes	6		Gnolls	6
Bandits	7		Thouls	7
Spiders	8		Ghouls	8
			Berserkers	9
			Theurgists	0

3	Die		4	Die
Wights	1		Wraiths	1
Heroes	2		Ogres	2
Giant Hogs	3		Evil Priests	3
Giant Ants	4		Myrmidons	4
Ochre Jelly	5		Giant Beetles	5
Thaumaturgists	6		Giant Scorpions	6
Swashbucklers	7		Lycanthropes	7
Magicians	8		Gargoyles	8
Giant Snakes	9		White Apes	9
Giant Weasels	0		Enchanters	0

5	Die	6	Die
Trolls	1	Giants	1
Superheroes	2	Hydra (9–12 heads)	2
Wyverns	3	Dragons	3
Spectres	4	Basilisks	4
Mummies	5	Gorgons	5
Minotaurs	6	Chimeras	6
Manticores	7	Vampires	7
Cockatrices	8	Lords	8
Sorcerers	9	Spectres	9
Wyverns	10	Wizards*	10
Hydra (6–8 Heads)	11	Evil High Priests*	11
Medusae	12	Purple Worms	12

*Typically each will be accompanied by from 1–4 apprentices (Enchanters/Evil Priests) and 1–6 body-guards (levels 4–6) fighter-type.

Other monsters to consider, depending upon the level and the surroundings: Giant Crabs, Giant Leeches, Giant Octopi, Crocodiles, Giant Squids, Sea Monsters, Nixies, Mermen, Griffons, Pterodactyls, Rocs, Invisible Stalkers, Cyborgs, Robots, Androids, Shadows, Dopplegangers.

GIANT

Number of Wandering Monsters Appearing: If the level beneath the surface roughly corresponds with the level of the monster then the number of monsters will be based on a single creature, modified by type (that is, Orcs and the like will be in groups) and the number of adventurers in the party. A party of from 1–3 would draw the basic number of monsters, 4–6 would bring about twice as many, and so on. The referee is advised to exercise his discretion in regard to exact determinations, for the

number of variables is too great to make a hard and fast rule. There can be places where 300 Hobgoblins dwell, but how many can come abreast down a typical passage in the dungeons? Allow perhaps 3 in a ten foot wide passage, and the balance will either be behind the front rank or fanning out to come upon the enemy by other routes. The most fearsome man or monster can be overwhelmed by sheer numbers of smaller/weaker creatures provided the latter are able to close!

Avoiding Monsters: Monsters will automatically attack and/or pursue any characters they "see," with the exception of those monsters which are intelligent enough to avoid an obviously superior force. There is no chance for avoiding if the monster has surprised the adventurers and is within 20 feet, unless the monster itself has been surprised. If the adventurers choose to flee, the monster will continue to pursue in a straight line as long as there is not more than 90 feet between the two. When a corner is turned or a door passed through or stairs up or down taken the monster will only continue to follow if a 1 or a 2 is rolled on a 6-sided die. If a secret door is passed through the monster will follow only on a roll of 1. Distance will open or close dependent upon the relative speeds of the two parties, men according to their encumbrance and monsters according to the speed given on the Monster Table in Book II. In order to move faster characters may elect to discard items such as treasure, weapons, shields, etc. in order to lighten encumbrance.

There is a 25% chance that any character surprised by a monster will drop some item. If he does, roll for the possibilities remembering that only these items held could be so dropped.

Burning oil will deter many monsters from continuing pursuit.

Edible items will have a small likelihood (10%) of distracting intelligent monsters from pursuit. Semi-intelligent monsters will be distracted 50% of the time. Non-intelligent monsters will be distracted 90% of the time by food.

Treasure will have the opposite reaction as food, being more likely to stop intelligent monsters.

Random Actions by Monsters: Other than in pursuit situations, the more intelligent monsters will act randomly according to the results of the score rolled on two (six-sided) dice:

2–5	negative reaction
6–8	uncertain reaction
9–12	positive reaction

The dice score is to be modified by additions and subtractions for such things as bribes offered, fear, alignment of the parties concerned, etc.

EXAMPLE OF THE REFEREE MODERATING A DUNGEON EXPEDITION:

The players, equipped and ready, are assumed to have located a set of stairs descending to the first level beneath the ground. The Referee's part will be indicated REF, that of the "Caller" for the players being shown as CAL.

REF: Steps down to the east.
CAL: We're going down.
REF: 10', 20', 30' — a 10' square landing — steps down to the north and curving down southeast.

CAL: Take those to the southeast.

REF: 10', and the steps curve more to the south; 20'. Steps end, and you are on a 10' wide passage which runs east, southeast, and west. There is a door to your left across the passage on a northwest wall.

CAL: Listen at the door — three of us.

REF: (After rolling three dice) You hear nothing. (At this time a check for wandering monsters is also made.)

CAL: Ignore the door and proceed along the corridor southeastwards.

REF: 10', 20', 30', 40', 50'. "Four way": Northwest, northeast, south and south-west — the south passage is 20' wide.

CAL: Go south.

REF: 60', 70': passage continues, doors east and west.

CAL: Listen at the east door.

REF: (After appropriate check) You hear shuffling.

CAL: Two of us (specifying which two) will throw our weight against the door to open it. All will be ready for combat.

REF: (After rolling two dice:) The door opens! You can't be surprised, but the mon-sters — you see half-a-dozen gnolls — can be (Here a check for surprise is made, melee conducted, and so on.)

CAL: Okay, what does the room look like — we're examining the walls, ceiling, floor, and contents of the room itself.

REF: (After checking to see if dwarves and/or elves are in the party:) The room is a truncated pyramid. The east wall is the truncated part, directly opposite the door you entered. It is 10' long with another door in it. The walls connecting it to the west wall, the place you entered, are each about 35' long. The west wall, which is where you entered, is 30' long with a door in the middle of the wall. The elf has noted that there seems to be a hollow spot near the east end of the southeast wall. The floor and ceiling seem to have nothing unusual. The room contains the bodies of the gnolls, a pile of refuse in the north corner of the west wall, and two trunks along the wall opposite the one which sounds hollow.

CAL: The elf will check out the hollow sound, one of us will sort through the refuse, each trunk will be opened by one of us, and the remaining two (naming ex-actly who this is) will each guard a door, listening to get an advance warning if anything approaches.

REF: Another check on the hollow sound reveals a secret door which opens onto a flight of stairs down to the south. The refuse is nothing but sticks, bones, offal and old clothes. One chest is empty; the other had a poison needle on the lock. (Here a check to see if the character opening it makes his saving throw for poison.) The chest with the poison needle is full of copper pieces — ap-pears to be about 2,000 of them.

CAL: Empty out all of the copper pieces and check the trunk for secret drawers or a false bottom, and do the same with the empty one. Also, do there seem to be any old boots or cloaks among the old clothes in the rubbish pile?

REF: (Cursing the thoroughness of the Caller!) The seemingly empty trunk has a false bottom . . . in it you have found an onyx case with a jeweled necklace therein. The case appears to be worth about 1,000, and the necklace 5,000 Gold Pieces. Amidst the litter the searcher has located a pair of old boots, but there is nothing like a cloak there.

CAL: The boots will be tried on now to see if they allow silent movement—we can use a set of Elven Boots! I will secure the case and necklace in my back pack, while the others will, by turn, fill their packs with coppers.

REF: This will require four turns. (He checks for monsters wandering in, and on the fourth try one is indicated. However, as there was a listener at the door it is approaching, he also checks to see if it is detected, allowing a good probability that it will be heard.) As you complete your loading, the dwarf at the west door detects heavy footsteps approaching. The boots, by the way, are Elven-type . . .

CAL: EXCELLENT! Our Magic-User will cast a HOLD PORTAL on the west door while the elf opens the secret one. We will then all beat a hasty retreat down the stairs to the south. Onward, friends, to more and bigger loot!

With appropriate variations for ability to detect and/or see what is around them, the adventure will continue in this manner until the party leaves the dungeons or are killed therein.

THE WILDERNESS:

The so-called Wilderness really consists of unexplored land, cities and castles, not to mention the area immediately surrounding the castle (ruined or otherwise) which housed the dungeons. The referee must do several things in order to conduct wilderness adventure games. First, he must have a ground level map of his dungeons, a map of the terrain immediately surrounding this, and finally a map of the town or village closest to the dungeons (where adventurers will be most likely to base themselves.

"Blackmoor" is a village of small size (a one-horse town), while "Greyhawk" is a large city. Both have maps with streets and buildings indicated, and players can have town adventures roaming around the bazaars, inns, taverns, shops, temples, and so on. Venture into the Thieves' Quarter only at your own risk!

The terrain beyond the immediate surroundings of the dungeon area should be unknown to all but the referee. Off-hand adventures in the wilderness are made on the OUTDOOR SURVIVAL playing board (explained below). Exploratory journeys, such as expeditions to find land suitable for a castle or in search of some legendary treasure are handled in an entirely different manner.

OUTDOOR SURVIVAL has a playing board perfect for general adventures. Catch basins are castles, buildings are towns, and the balance of the terrain is as indicated.

Castles: As stated, the ponds indicate Castles. The inhabitants of these strongholds are determined at random. Occupants of these castles will venture out if a party of adventurers passes nearby. If passing over the castle hex there is a 50% chance (die 1–3) that they will come out, if one hex away there is a 33-1/3% chance (die 1–2), and if two hexes away there is only a 16-2/3% chance (die 1). If the party is on the castle hex and hails the castle, the occupants will always come forth if the party is not obviously very strong and warlike. Patriarchs are always Lawful, and Evil High Priests are always Chaotic. All other castle inhabitants will be either <u>hostile</u> to the adventurers (die 1–3) or neutral (die 4–6). Determine the occupant of a castle as follows:

		Type of Guards/Retainers in Castle (The number after indicating the type die to use to determine how many)			
Die	**Occupant**	**Die 1**	**2**	**3**	**4**
1	Lord	Champions[8]	Griffons*[6]	Myrmidons[10]	Giants[4]
2	Superhero	Myrmidons[8]	Rocs*[4]	Ogres[4]	Swashbucklers[10]
3	Wizard	Dragons[4]	Chimeras[4]	Wyverns[4]	Basilisks[4]
4	Necromancer	Chimeras[4]	Manticores[6]	Lycanthropes[12]	Gargoyles[12]
5	Patriarch	Heroes[20]	Superheroes[6]	Treants[10]	Hippogriffs*[8]
6	Evil High Priest	Trolls[10]	Vampires[6]	White Apes[20]	Spectres[10]

*With a like number of Heroes riding these creatures.

Fighting-Men within castles will demand a jousting match with all passersby of like class. Otherwise they will demand a toll of from 100 to 600 Gold Pieces from the party. If a joust takes place (use rules from CHAINMAIL) the occupant of the castle will take the loser's armor if he wins, but if the character wins, the castle owner will host all in the party for up to one month, supply them with two weeks of rations, and provide warhorses (Heavy) if the party so requires.

Magic-Users from castles will send passersby after treasure by <u>Geas</u> if they are not hostile, with the Magic-User taking at least half of all treasure so gained, the Magic-User having first choice of magical items and automatically choosing Miscellaneous Magic, Wands/Staves, or Rings (in that order) in preference to other items. Otherwise, the Magic-User will require a magical item from the passersby as toll, and if they have no magical items suitable for use the Magic-User will require a toll of from 1,000 to 4,000 Gold Pieces.

<u>Clerics</u> will require passersby to give a tithe (10%) of all their money and jewels.

If there is no payment possible the Cleric will send the adventurers on some form of Lawful or Chaotic task, under <u>Quest</u>. Generally Evil High Priests will simply attempt to slay Lawful or Neutral passersby who fail to pay their tithes.

Guards: In addition to those men or monsters accompanying castle residents, there will be a number of men aiding in defense. From 30 to 180 men will man the walls, one-half of whom will be crossbow armed light foot, and the balance will be heavy foot. Those castle residents who are accompanied by men or creatures capable of riding or able to make near equal speed will be mounted on horseback, as will their men be mounted. There is also a chance that there will be others in the castle's party:

Castle Resident	% Chance of Having	Level
Fighting-Men	25% chance for Magic-User	5–8
	50% chance for Cleric	3–6
Magic-User	25% chance for Fighting-Man	5–8
	50% chance for Apprentice	4–7
Cleric	50% chance for 1–6 Assistants	4–7

REFEREE'S MAP is a wilderness map unknown to the players. It should be for the territory around the dungeon location. When players venture into this area they should have a blank hexagon map, and as they move over each hex the referee will inform them as to what kind of terrain is in that hex. This form of exploring will eventually enable players to know the lay of the land in their immediate area and thus be able to select a site upon which to build their castles. (Castle building and its attendant requirements will be covered hereafter.) Exploratory adventures are likely to be the most exciting, and their incorporation into the campaign is most desirable. Exploration by foot is at normal speed. Horsed parties will travel at the speed of a draft horse, and exploration by air will be at half normal flying speed.

MOVEMENT:

Type	# of Hexes	Type: (Flying)	# of Hexes
Man on foot	3		
Wagon or Cart	4	Dragon	24
Draft Horse	5	Griffon	30
Heavy Horse	6	Hippogriff	40
Medium Horse	8	Roc	48
Light Horse	10	Pegasus	48
Raft	10 (3)	Broom	40
Boat	15 (5)	Carpet	30
Merchant	12	Efreet	20
Galley	20 (6)	Djinn or Air Elemental	30

(Numbers in parenthesis are for swamp movement)

Large Party Movement: Parties numbering over 100, including pack or draft animals, will incur a 1 hex penalty. Parties over 1,000 incur a 2 hex penalty.

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Terrain Penalties: All terrain penalties are as stated in OUTDOOR SURVIVAL; mountains and swamps cost three movement per hex, crossing rivers at non-ford hexes also costs three, and woods or deserts cost two. Tracks through mountainous terrain cost two factors per hex moved, and tracks through woods or swamps incur no movement penalty.

Rest: All creatures must rest after six days of movement. Rest must be at least one full day. <u>Exception</u>: Dragons who travel for three weeks must sleep one full week if their mode of travel was walking, and they must sleep for three full weeks if their mode of travel was flight.

Scale: Assume the greatest distance across a hex is about 5 miles.

Turn: Each move will constitute one day. Each day is considered a turn.

WILDERNESS MONSTERS:

Sighting Monsters: Players will see monsters at from 40–240 yards (inches convert to tens of yards for the wilderness) unless the monster has <u>surprised</u> the characters involved.

Surprise: This is the same as in the underworld, except that the distance is from 10–30 yards, and if there are three or more monsters involved they will have moved into a circle around the adventurers. Monsters at 10 yards distance will be able to attack.

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Lost Parties: There is a chance of being lost, the chance depending on the type of terrain the party begins its turn upon. A lost party must move in the direction indicated by the die roll (1–6, as shown in the OUTDOOR SURVIVAL rules and on that board) and may make only one direction change from that direction. When exploring the referee should indicate which direction the party is lost in.

Wandering Monsters: At the end of each day (turn) the referee will check to see if a monster has been encountered. The matrix below is for travel afoot or mounted. For travel afloat or in the air two die rolls are made — a 5 on the first one indicates an adventure in the mid-point of the day with waterborne or aerial monsters; a 6 on the second die roll indicates that there is a normal adventure at the end of the day,

and the table below is used. Exception: Ships which remain continually in water will roll but once daily for encounters, with a result of 6 indicating such an encounter.

WILDERNESS WANDERING MONSTERS:

Terrain Type	**Clear**	**Woods**	**River**	**Swamp**	**Mtns.**	**Desert**	**City**
Lost - - - - - - -	1	1–2	1	1–3	1–2	1–3	- - -
Encounter -	6	5–6	5–6	4–6	4–6	5–6	6

Die Roll for Type Encounter

	Clear	Woods	River	Swamp	Mtns.	Desert	City
1	Men	Men	Men	Men	Men	Men	Men
2	Flyer	Flyer	Flyer	Flyer	Flyer	Flyer	Undead
3	Giant	Giant	Giant	Giant	Giant	Giant	Undead
4	Lycanth.	Lycanth.	Lycanth.	Lycanth.	Lycanth.	Men	Men
5	Animals	Lycanth.	Swimmer	Swimmer	Animals	Animals	- - -
6	Men	Men	Swimmer	Undead	Giants	Dragon	- - -
7	Animals	Animals	Animals	Undead	Dragon	- - -	- - -
8	Dragon	Dragon	Dragon	Dragon	Dragon	- - -	- - -

MEN

Die	**Typical**	**Mountain**	**Desert (Mars)**	**Waterborne**
1	Bandits	Bandits	Nomads	Buccaneers
2	Brigands	Berserkers	Dervishes	Pirates
3	Necromancer	Brigands	Nomads	Buccaneers
4	Wizard	Lord	Lord	Pirates
5	Bandits	Wizard	Wizard	Buccaneers
6	Berserkers	Superhero	Nomads	Mermen
7	Lord	Cavemen	(Red Martians)	- - -
8	Superhero	Necromancer	(Tharks)	
9	Brigands	Evil High Priest	(Black Martians)	
10	Bandits	Cavemen	(Yellow Martians)	
11	Evil High Priest	Patriarch	(Tharks)	
12	Patriarch	Berserkers	(White Martians)	

Die	**FLYER TYPES**	**UNDEAD TYPES**	**GIANT TYPES**
1	Pegasi	Skeletons	Kobolds
2	Rocs	Zombies	Goblins
3	Chimeras	Ghouls	Orcs
4	Hippogriffs	Wights	Hobgoblins
5	Griffons	Wraiths	Gnolls
6	Manticores	Mummies	Ogres
7	Rocs	Spectres	Trolls
8	Wyverns	Vampires	Giants
9	Dragons	- - -	Gnomes
10	Pegasi	- - -	Dwarves
11	Hippogriffs	- - -	Elves
12	Griffons	- - -	Treants

Die	LYCANTHROPES	SWIMMER TYPES	DRAGON TYPES
1	Werewolves	Giant Crabs	Black Dragons
2	Wereboars	Nixies	White Dragons
3	Weretigers	Giant Octopi	Green Dragons
4	Werebears	Giant Squid	Blue Dragons
5	- - -	Sea Monster	Red Dragons
6		Giant Snakes	Gold Dragons
7		Crocodiles	Cockatrices
8		Giant Leeches	Basilisks
9		Mermen	Wyverns
10		Nixies	Chimeras
11		Giant Fish	Hydra (7–9 heads)
12		Dragon Turtle	Hydra (10–12 heads)

Die	Basic Animals	Optional Woods	Optional Swamps	Optional Arid Plains	Optional Mountains
1	Spiders	Centaurs	Tyr. Rex	Apts	Cave Bears
2	Centipedes	Unicorns	Pterodactyl	Banths	Dire Wolves
3	Lizards	Minotaurs	Triceratops	Thoats	Sabre T. Tigs.
4	Toads	Gorgons	Brontosaurus	Calots	Mastodons
5	Ants	Pixies	Stegosaurus	White Apes	Spotted Lions
6	Weasels	Manticores	Tyr. Rex	Thoats	Woolly Rhinos
7	Apes	Dryads	Pterodactyl	Orluks	Titanotheres
8	Beetles	Medusae	Triceratops	Sith	Cave Bears
9	Scorpions	- - -	- - -	Tharks	Mammoths
10	Lions			Darseen	Sabre T. Tigs.
11	Boars			Banths	Dire Wolves
12	Snakes			Tharks	Spotted Lions

Notes:
There will be from 2–12 men with any Fighting-Man, Magic-User, or Cleric encountered in the wilderness. They will be from the 1st to 4th level of the appropriate class. In addition there will be other magical items they might have:

Fighting-Man		Magic-User		Cleric	
ITEM	CHANCE	ITEM	CHANCE	ITEM	CHANCE
sword	50%	wand	60%	weapon	40%
shield	25%	ring	30%	staff	30%
armor	25%	misc. magic	20%	shield	20%
				armor	10%

Animals will generally be of the giant variety, although the referee might prefer to have small spiders, for example, which attack the party when they are asleep.

EVADING IN THE WILDERNESS:

Castle Inhabitants will pursue on a roll of a 1–3 if they are hostile to the party, and only on a 1 if they are basically neutral. Evasion is the same as described below for monsters.

Evading: This action is a function of the size of the party of adventurers and the number of monsters, modified by surprise, terrain and comparative speed. Use the following table as a guideline.

Party Size (Mounted or on Foot)	Number of Monsters Encountered by Party	Chance of Evading
1–3	25% or less of possible #	50%
1–3	26%–60%	70%
1–3	Over 60%	90%
4–9	25% or less of possible #	30%
4–9	26%–60%	50%
4–9	Over 60%	70%
10–24	25% or less of possible #	15%
10–24	26%–60%	30%
10–24	Over 60%	50%
25+	25% or less of possible #	05%
25+	26%–60%	20%
25+	Over 60%	35%

Surprise by party means that evasion chances are doubled.

Surprise by monsters negates all chance of evasion unless party is able to use some form of magic, or terrain is woods.

Woods add 25% to evasion chances and give a 10% chance of evasion even if surprised.

If the comparative speed of the two parties is such that one is at least twice as fast as the other, the faster will have the effect of increasing/decreasing evasion chances by 25%. This includes surprise situations.

Pursuit: Pursuit will take place whenever it is so indicated with regard to castle inhabitants or when a party is unable to evade monsters. A die is rolled, and the pursuit then goes in that random direction. If the monster is faster than the party involved there is a 50% chance it will catch the party. The party now moves another hex in a random direction, and a die is rolled to determine if pursuit will continue. If pursuit continues the chances for being caught by a faster monster are exactly the same, and the same procedure is repeated if the party is not caught. This procedure continues until pursuit is ended or melee occurs. Woods or swamp will reduce the chance of being caught by 25%.

For each hex moved in pursuit, a party must spend one-half day resting (remember, a day equals one turn). During a day at rest two dice are thrown for determining if wandering monsters are encountered, rather than but one.
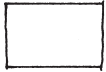
CONSTRUCTION OF CASTLES AND STRONGHOLDS:

At any time a player/character wishes he may select a portion of land (or a city lot) upon which to build his castle, tower, or whatever. The following illustrations are noted with the appropriate cost in Gold Pieces. Each player who builds should draw an extra set of plans and specifics for the referee. Surprises, intakings, sieges and so on can take place.

CONSTRUCTION:

Towers:
To shorten 10' -10%
To add each 10' +20%
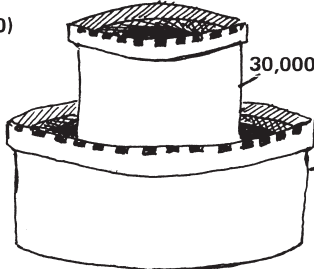
	Single	Double
Wooden Door	10	15
Reinforced Door	20	30
Iron Door	50	75
Stairs, 10' wood	30	45
Stairs, 10' stone	90	140
Slit or window	10	15

Gate House & Gate (3,000)
Portcullus and Draw-
bridge (2,000)

9000

30,000

42,000 + Gate(s)

Gate House
4500

5'

40'

40'

Barbette
1000

10'

Small
Tower
4500

15'

40'

10,000

Great Keep

Bastion

Curtain Wall 3500

90'

10'

4000

5000

5'
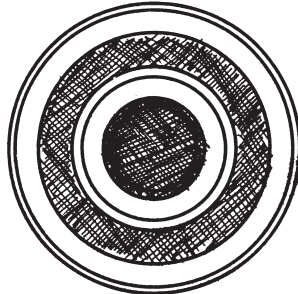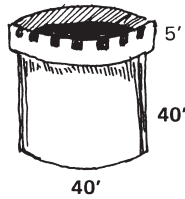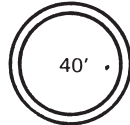
30'

2500

Bldg. = 120' of wall - 2 stories of 10' each, 2 doors/floor
Stories up to 2nd & attic stories + 1 to cellar

40' 10' 3000

60'

30'

20'

Towers Rnd.

Sq.

Barbican
14,000

5

30'

30' 40' 30'

Barbican 20,000

SPECIALISTS:

There are a number of specialists available to those in positions of power, i.e. with their own strongholds. The list is merely typical, and the referee can modify it as he desires:
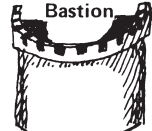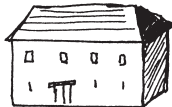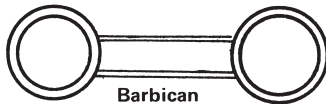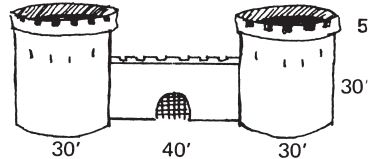
Specialist	Cost	Specialist	Cost
Alchemist	1,000/month	Sage	2,000/month
Armorer	100/month	Seaman	10/month
Assassin	2,000/mission	Ship Captain	250/month
Animal Trainer	500/month	Smith	25/month
Engineer	750/month	Spy	500/mission

Alchemist: Given a formula, the Alchemist can duplicate it to make a similar potion at a cost of one-half the potion's value. Alchemists may conduct research, but the time and expense are twice that of a Magic-User, and they may only work on poisons.

Armorer: It is mandatory that there be one Armorer for every 50 fighters in a player/character's employ in order to maintain the arms and armor of such men, elves, or what have you. An armorer can also make arms and armor, providing he has no maintenance duties to perform. Unassisted he can make one suit of armor, or three shields, or five weapons per month. With two assistants (one must be a Smith) he can double this volume, and with six assistants (two must be Smiths) the volume can be trebled.

Assassin: The role of this hireling is self-evident. The referee will decide what chance there is of his mission being accomplished by noting the precautions taken by the intended victim. Assassins are not plentiful, and some limit on the number employable during any game year must be enforced.

Animal Trainer: Each Animal Trainer is capable of training but one kind of animal, and one is necessary to train any animal other than horses or mules, for example. Thus if a player wishes to raise a herd of Hippogriffs, a trainer is necessary. An Animal Trainer can handle about six animals. The length of time necessary to completely train the animals is up to the referee.

Engineer: It is mandatory to hire an Engineer to build any major stronghold or conduct a siege. Any tunneling must be supervised by an Engineer.

Sage: The Sage can function only in an advisory capacity. They are employable only by Fighting-Men. Depending on the willingness of the referee to become involved, there is no limit to the number of Sages possible. Utmost discretion is required when the referee is acting in this role.

Seaman: All ships must be manned by a crew of Seamen under a Ship Captain. The number required is stated in the naval rules section herein. Generally, Seamen will not be fighters, but those that are able to fight will receive pay both as a Seaman and as a fighter, according to their classification.

Ship Captain: A self-explanatory role.

Smith: As already mentioned, a Smith is able to assist an Armorer. For every 50 horses or mules in a player/character's force there must be one Smith to maintain them.

Spy: There are two ways to acquire a Spy: The Spy can be hired and then await inclusion in the desired force, or he can be ordered to make himself available to this force. A Spy can also be gained through corruption. In this latter method the player/character desiring to acquire a Spy in the enemy's camp offers a bribe to some member of that camp. If it is accepted there is a very high probability of the Spy then faithfully performing his duties thereafter. Chances are only determinable by the referee. Information gained by any Spy is also passed on by the referee.

MEN-AT-ARMS:

Hired fighters can be men, dwarves or elves. Chaotic characters may wish to employ Orcs; Orc support and upkeep is only half that of a man. Men-at-Arms require support and upkeep as follows:

	Monthly Cost in Gold Pieces			
Classification	**Man**	**Dwarf**	**Elf**	**Orc**
Non-Fighter	1	- - - -	- - - -	- - - -
Light Foot	2	- - - -	- - - -	1
Heavy Foot	3	4	5	1-1/2
Archer	5	- - - -	10	3
Crossbowman	4	5	- - - -	- - - -
Longbowman	10	- - - -	- - - -	- - - -
Light Horseman	10	- - - -	- - - -	- - - -
Medium Horseman	15	- - - -	- - - -	- - - -
Heavy Horseman	20	- - - -	- - - -	- - - -

OBTAINING SPECIALISTS & MEN-AT-ARMS:

In order to hire either of these classes of persons it is necessary to do one or both of the following: Post notices in conspicuous places, stating the positions open and who is offering such employ; or have servitors circulate in public places, seeking such persons as are desired. The weekly cost of either method is from 100–600 Gold Pieces. The referee must determine the probability of the success of the attempt based upon the generosity of the offer made and so on. Elves and Dwarves are not common, and specialists are even less so.

RUMORS, INFORMATION, AND LEGENDS:

Such activity as advertising will certainly gain the notice of the locals and begin a chain of rumors. So will almost any other unusual activity. Even the departure of a party from a town is likely to be noticed. Obtaining such news is usually merely a matter of making the rounds of the local taverns and inns, buying a round of drinks (10–60 Gold Pieces), slipping the barman a few coins (1–10 Gold Pieces) and learning what is going on. Misinformation is up to the referee. Legends will be devised by the referee as the need arises, but they are generally insinuated in order to lead players into some form of activity or warn them of a coming event.

PLAYER/CHARACTER SUPPORT AND UPKEEP:

Player/Characters must pay Gold Pieces equal to 1% of their experience points for support and upkeep, until such time as they build a stronghold. If the stronghold is in a wilderness area, all support and upkeep costs then cease, but if it is in a village or town not controlled by the player/character, then support and upkeep payments must continue.

BARONIES:

Another advantage accruing to those who build their strongholds in the wilderness is that they will gain control over the surrounding countryside. Clearing the countryside of monsters is the first requirement. The player/character moves a force to the hex, the referee rolls a die to determine if there is a monster encountered, and if there is one the player/character's force must remove it. If no monster is encountered the hex is already cleared. Territory up to 20 miles distant from a stronghold may be kept clear of monsters once cleared — the inhabitation of the stronghold being considered as sufficient to maintain the monster-free status.

Within each territory there will be from 2–8 villages of from 100–400 inhabitants each. This populace will bring in annual tax revenue equal to 10 Gold Pieces each. The referee may also allow various investments in the territory, adjudicating revenue according to investment and area potential. Some possible investments are:

Road Building	Armories	Ship Building
Canals	Animal Breeding	Sea Trade
Inns	Farming	Land Trade
Hunting	Fishing	Trapping
Religion	Exploration	Tourism

Successful investments will also have the effect of increasing the population of the investor's territory, providing the area of investment does not specifically preclude such (hunting and trapping would do so, for example).

ANGRY VILLAGER RULE:

Anyone who has viewed a horror movie is aware of how dangerous angry villagers are. Whenever the referee finds that some player has committed an unforgivable outrage this rule can be invoked to harass the offender into line. Within the realm of angry villagers are thieves from the "thieves' quarter," city watches and militia, etc. Also possible is the insertion of some character like Conan to bring matters into line.

OTHER WORLDS:

There should be no "natural laws" which are certain. Space could be passable because it is filled with breathable air. On the other hand the stars could be tiny lights only a few hundred miles away. Some areas of land could be gates into other worlds, dimensions, times, or whatever. Mars is given in these rules, but some other fantastic world or setting could be equally as possible. This function is up to the referee, and what he wishes to do with it is necessarily limited by his other campaign work. However, this factor can be gradually added, so that no sudden burden will be placed upon the referee.

LAND COMBAT:

The basic system is that from CHAINMAIL, with one figure representing one man or creature. Melee can be conducted with the combat table given in Book I or by the CHAINMAIL system, with scores equalling a drive back or kill equal only to a hit. Battles involving large numbers of figures can be fought at a 20:1 ratio, with single fantastic types fighting separately at 1:1 or otherwise against but a single 20:1 figure.

AERIAL COMBAT:

Many of the most interesting battles take place in the air, so we offer you "Battle in the Skies," or "BITS" (with no apologies to Mike Carr, creator of Fight in The Skies). Most firing and melee is based on CHAINMAIL.

PLAYING AREA:

Paper counters and a hexagon or staggered-square playing board should be used in those cases where it is not possible to use miniature figures. It is also necessary that height be noted by use of a counter. Counters numbered in 1" increments can be prepared, and the appropriate one be placed with the unit when the turn is finished, thus indicating height in inches. The board must be large enough to allow movement of the fastest flying creature, so it must be at least 48 × 48. If figures are used, a playing area of 6' × 6' is ideal.

WRITTEN ORDERS:

It is suggested that orders be written so that simultaneous movement is possible. Orders need only indicate the direction, length, and altitude gain or loss. Firing missiles is always allowable at the end of a turn unless the firer is meleed and unable to do so; it is therefore unnecessary to record firing instructions.

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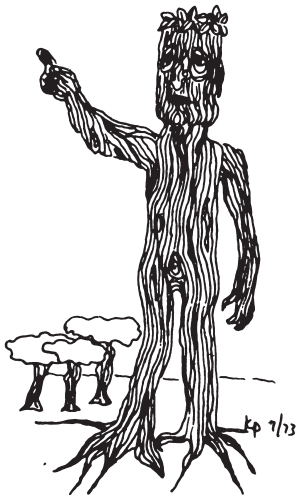
MOVEMENT:

Straight Ahead: At the movement rate of the creature.

Turns: The relative size of the creature dictates how many can be made during a move, and how many spaces (inches) must be traveled between each turn. Size categories are:

Category	Number of Turns per Move	Number of Spaces between Turns
Sprite, Large Bird, or Large Insect	5	1
Man, Flying Broom, or Undead flyer	4	2
Cockatrice, or Gargoyle	3	3
Pegasus, Hippogriff or Air Elemental	6	3
Flying Carpet, Manticore, or Wyvern	4	4
Chimera, Dragon, Roc, or Giant Insect	3	5
Giant Reptile	2	6

Diving: Diving movement can be straight ahead or include turns. Altitude lost cannot exceed one-half the total movement distance of the creature (or thing), unless a Sharp Dive is indicated. A sharp dive allows the creature doing so to add 50% to his movement distance, but movement is straight ahead, and is at a rate of but one inch for every ten inches dived.

Climbing: To climb, the creature moves ahead the number of inches equal to the number of inches of height climbed. The cost of climbing is twice the number of inches climbed plus the number of inches equal to the "Number of Spaces between Turns" requirement, i.e. 6 (6") for a giant reptile.

Other Maneuvers: Any other maneuvers are optional at the discretion of the campaign referee.

MUMMY

MISSILE FIRE:

Air-to-Air: Treat as normal missile fire, but include the <u>Chance to Hit Flying Creature</u> and <u>Critical Hit</u> Table below.

Air-to-Ground/Ground-to-Air: Treat as normal, except that the usual form of catapult fire will not be allowable. A sling-ended catapult can fire a load of small stones in a "shotgun effect." The flight curve of such fire is considered to reach its apex at one-half the total range of the missile and to be equal in height to the full range for counterpoised catapults and equal to one-half the range in other forms of catapults. Use a spherical "Hit Area" for these if a target is in the curve. Note that a tension-type of light catapult can be employed to fire large darts (two dice of damage) into the air, even straight up, at the maximum range for such catapults, and no minimum range is applicable.

Hit On Flying Creature:

Attack			Hit Location		
Position:	**Rider**	**Head**	**Wing**	**Body**	**Tail**
Front	1–2	3–4	5–6	7–0	- - -
Side	1	2–3	4–5	6–9	0
Top	1	2–3	4–7	8–9	0
Bottom	- - -	1–2	3–5	6–9	0
Tail	1–2	3	4–5	6–8	9–0

If there is no rider, and the Hit Location indicates that is the area of hit, simply score it as a <u>body</u> hit.

Critical Hit Table:

Hit Location:	Probability of Critical Hit	Speed Reduced One-Half	Dive and Land	Withdraw from Battle	Crash – Dead In Air
Rider*	25%	- - -	- - -	100%	- - -
Head	20%	10%	30%	40%	20%
Wing	20%	50%	20%	30%	- - -
Body	10%	30%	30%	30%	10%
Tail	NIL	- - -	- - -	- - -	- - -

*Includes all non-player characters under the third level.

Crash—for every 1" of height a rider must throw one six-sided die for damage occurring from the crash, i.e. a crash from 12" means twelve dice must be rolled and their total scored as points of damage incurred by the creature's rider.

Bombing: If necessary this form of attack can be allowed, with the largest flying creature able to carry a bomb load equal to the missile from a large catapult, smaller creatures carrying proportionately smaller loads. Bombing runs must be in a straight line for the whole turn of movement, although diving is allowable. To determine where the bomb hits, roll a pair of six-sided dice, a score of 7 indicating a direct hit. Scores under 7 indicate a hit left and/or short of the target; while scores over 7 indicate a hit right and/or long of the target. For each integer removed from seven, roll one die for the number of inches away from the target, i.e. a score of 4 is three integers removed from 7, so three dice are rolled for the

distance in inches of the miss. A die is also rolled to determine where the bomb lands: 1, 2 it is left or right; 3, 4 it is left or right and short or long; and 5, 6 it is short or long.

Creatures carrying a bomb load will incur a movement penalty of one-third of their maximum movement capability.

MELEE:

When opponents are within the range indicated for melee (3") then combat takes place. Of course if one opponent is in a position where the other cannot strike, then only one will be able to attack, just as in combat on land.

NAVAL COMBAT:

TYPES OF VESSELS AND MOVEMENT:

The basic types of vessels and their movement by sail or by oar/pole are given below. Note that crew size will affect them, as detailed hereafter. Other types of vessels can be added at the referee's discretion.

	Oared Movement			Sailed Movement			
Type	Slow	Cruise	Fast	Running	Broad Reaching	Qtr. Reaching	Beating
Galley, Lg	10	15	25	20/25	15/20	10/15	- - -
Galley, Sm.	15	20	30	25/30	20/25	15/20	- - -
Longship	12	18	25	30/35	25/30	20/25	- - -
Merchant, Lg.	–	–	–	20/30	18/27	15/24	10/20
Merchant, Sm.	–	–	–	25/35	22/32	20/30	15/25
Sailed Warship	–	–	–	25/35	22/32	20/30	15/25
Boat	10	15	20	15/20	12/17	10/15	5/10
Raft	–	10	–	10/15	6/10	- - -	- - -

Oared Movement: The three speed classifications are based on a full crew of well-rested and strong rowers. The number of turns that a stroke can be kept up is based on the <u>fatigue factor</u>. A fresh crew will have 30 fatigue factors to expend (Vikings 40).

Rest Gains .... 1 Fatigue Factor

Slow Movement expends .... 2 Fatigue Factors

Cruise Movement expends....................... 3 Fatigue Factors

Fast Movement expends .... 10 Fatigue Factors

Oared movement with a current is at a 5" bonus, while against current it is at a 5" penalty.

Backing speed is one-half forward speed.

It is not possible to go from slow to fast speed in an oared ship. The increase in speed must be gradual, although it is possible to quickly decrease speed by backing oars:

From Speed	To Speed
Fast	Slow
Cruise	Stop
Stop	Back Slow
Back Slow	Back Cruise
Stop	Slow
Slow	Cruise
Cruise	Fast

Sailed Movement: The first number given for Sailed Movement is with a light to moderate breeze, and the second is for a fresh to strong breeze. Any wind under light is considered calm, and only oared movement is possible. Anything above a strong breeze makes sailing impossible, and the vessels must simply run before the storm, moving 3" per turn in the direction the wind is blowing.

Sailing in a river is possible, but at one-half the speeds listed, excluding the bonus/penalty for movement with/against the current.

WIND FORCE AND DIRECTION:

Wind Force is determined by rolling two six-sided dice:

Dice Score	Result
2–3	Calm
4–8	Light to Moderate Breeze
9–11	Fresh to Strong Breeze
12	Gale or Storm

Galleys in a Fresh to Strong breeze have a 10% chance per turn of <u>shipping</u> <u>water</u>. If water is shipped the galley automatically loses 25% of its speed. If a galley ever loses 75% of its speed in such a situation it will sink.

Wind Direction is determined by rolling an eight-sided die:
1 = North, 2 = Northeast, 3 = East, 4 = Southeast, 5 = South, 6 = Southwest, 7 = West, and 8 = Northwest.

TURNING:

For every 10" moved an oared ship being rowed may turn up to 45 degrees. For every 12" of sailed movement a vessel may turn up to 30 degrees.

OPEN SEAS:

Galleys may not operate on the open seas, i.e. ocean, for the waves are too high for ships pierced for oars to survive in. This is not true for Viking longships, for they were pierced high on the freeboard.

PLAYING AREA:

For movement purposes 1:1200 scale models can be used, so a playing area about the size recommended for aerial combat will suffice. For play involving boarding and melee it will be necessary to prepare deck plans scaled to the size of figures used (or to counters if figures are not used).

WRITTEN ORDERS:

As detailed under Aerial Combat.

MISSILE FIRE:

All missile fire, including the various forms of catapult fire, are as in CHAINMAIL. Catapult hits will do points of damage to the ships, and when sufficient points have been scored the ship sinks. Large ships have from 18–24 points of possible damage before sinking, small ships have from 9–15, and a boat but 3 points.

RAMMING:

Medieval ships were not generally ram-equipped, but there is a possibility of running into ram-equipped vessels, so we offer brief rules for conducting a ram:

1. The ramming ship must have its mast lowered.
2. Ramming Speed is Fast.
3. A ramming ship must immediately back oars after striking.
4. The rammed ship suffers from 10% to 60% damage, and there is a 25% chance that it is holed below the waterline and will sink in 3–18 turns unless patched.
5. Patching a hole below the waterline requires 5 turns of work by ten men, and there is a 25% chance the job will not hold, requiring another five turns to replace.
6. A vessel rammed in the side loses 20% of its crew, 15% must be rowers if the ship is oared; a vessel rammed astern or bow on loses 5% of its crew, none of whom will be rowers.
7. Ramming does not affect grappling.

GARGOYLE

SHEARING OARS OFF:

Any vessel which passes alongside another vessel which has oars will shear these off, killing 50% of the rowers on that side of the ship. If the vessel shearing the oars is also a rowed ship, its own oars will be sheared off, with the same effect on rowers, unless orders specify that the oars on the side affected are to be shipped.

A ship with sheared oars will be dead in the water for three turns, and thereafter it will move at one-half speed maximum. If it has its oars sheared again it will remain powerless to move by rowing.

GRAPPLING:

Whenever ships come within 1" of each other they may attempt to grapple. Each vessel has a 20% chance of successfully grappling. Assume grappled ships are dead in the water.

There is a 20% chance that a grapple can be cut.

It requires only one man to grapple or cut a grapple. Allow three grappling attempts per ship to be made during any turn, and a like number of attempts to cut grapples.

Once grappled, vessels may be boarded.

BOARDING:

To conduct boarding, vessels must be grappled. The deck plans of the vessels involved should then be placed in the manner indicated by the grappled models. For every three feet of deck space parallel to the ship to be boarded, one man per turn can board. In addition, persons swimming can climb the sides of a ship and board. Once boarders are on the enemy ship, combat takes place on a man-to-man basis (CHAINMAIL). Swimmers boarding suffer the penalty of having to fight any defender with the latter above him. Command Control will also play a part.

MELEE:

Use Man-to-Man rules as found in CHAINMAIL.

General Notes on Melee:

1. Figures move towards an objective, other than obvious loot, only when their leader or one of his lieutenants is able to exercise command control. Men will, of course, retreat.

2. Figures which are forced back with no space to retreat to are either forced overboard, forced off the deck they are on, fall from the rigging or surrender if none of the above alternatives apply. Those falling must make saving throws, one chance out of six for every level fallen that damage will be sustained, i.e. a fall from 40 feet will require a 5 or a 6 to save. Damage is determined by rolling a six-sided die for every level, one die for every two levels if the fall is broken by water or some yielding substance. Note that any figures struck by a falling figure must also make saving throws and are subject to damage, just as if they had themselves fallen.

3. Breaking down doors, chopping through walls or decks, or cutting rigging should be set by the referee with an eye towards the players' individual size and strength within any guidelines set down in these rules. So for instance

when a giant attacks the door on a standard ship it will probably only cost him half his movement points while it would take ten <u>men</u> an entire turn to break it down. Cutting rigging might be easy for anyone with a battle ax and a strong back but a giant would simply tear it apart like so much string rather than take the time to cut it with a dagger. So, again, say it would take a man with a sword three turns to cut a piece of rigging, or an anchor rope, while a giant would tear it apart in a single turn.

COMMAND CONTROL:

While barbaric warriors such as Vikings do not suffer from lack of command control, more civilized troops do. It is necessary that a leader or one of his lieutenants be nearby to issue orders to men involved in shipboard melees. The range of command control is the Charisma rating as a radius in inches. A leader may have two lieutenants to aid him in command, but a lieutenant has a range equal to his leader's minus one inch. These additional guidelines are suggested:

1. Leaders involved in melee have their command control range halved.
2. Personnel beyond the range of the leader's or lieutenants' command control will not respond.
3. Lieutenants must be within command control range of the leader to pass on orders, or themselves respond.
4. Monsters and unintelligent creatures do not have command control problems, and they will act according to what is going on around them.
5. Leaders in plain view above their men/subordinates will add 1" to their command control range radius for every 10' they are above them. Thus a leader on a stern castle would be about 20' higher than the deck, and he would add 2" to his range of command control.
6. Personnel engaged in melee will only respond to commands when a roll of 1–4 is made (on a six-sided die). This will be checked each turn. Therefore, orders for withdrawal, for example, can be given for three turns later which allows three turns for the personnel to respond.

SWIMMING:

Men in armor have a chance of drowning. Those in metallic armor must shed their armor or be drowned.

Armor Type	Chance of Drowning	Must Remove?
Plate	100%	- - -
Chain-type	80%	yes
Leather	20%	no
None	05%*	- - -

Note that in gale and storm conditions there is a 50% chance that any man in the water will drown. Roll for this possibility each turn.

*only if thrown overboard

Assume that one-half of all sailors can swim.

Swimming speed is 3" per turn. Survivors swimming can swim to any ship they can reach and be picked up if the ship is moving at "slow" oared speed or under 15" per turn in any case. Men do not have to allow themselves to be rescued.

Only daggers or wooden weapons which are buoyant can be carried when swimming. Buoyant weapons: wooden club, quarter staff, spear.

SHIP CAPTURE:

A ship is captured when the morale of its crew breaks or when all defenders are dead or overboard.

CREW NUMBERS AND TASKS:

Typical Crew Numbers:

Large Galley*	100 Rowers	50 Marines	20 Sailors
Small Galley**	50 Rowers	20 Marines	10 Sailors
Longship	75 Crew (64 rowers maximum)		
Large Merchant	20 Crew		
Small Merchant	15 Crew		
Sailed Warship†	15–20 Crew	40–60 Men-at-Arms	

  *Catapult fore and aft
**Catapult fore
  †Catapults fore and aft in castles, all protection typically superior to other ships save the Viking shield wall used only when boarding.

Tasks:

Rowing: For every oarsman short, simply reduce speed proportionately, ignoring all fractions. It will typically take about 5% losses to affect speed.

Stepping/Unstepping Masts: This is done only on Galleys and Longships. Ten crew accomplish the task in three turns.

Making and Taking In Sail: Rowed ships need but three crewmen, other vessels six, to make or take in sails.

SPECIAL SUGGESTIONS FOR MONSTERS IN NAVAL ADVENTURES:

Mermen: Swimmers will travel 15" per turn, and they have a 10% chance per 10 Mermen of grappling any ship which is within 1" of them. They may remain submerged indefinitely, but when underwater their move must be written. When on the surface they are subject to missile fire. If they grapple a ship they must be on the surface. A ship is slowed 2" for every successful grapple.

Nixies: These creatures operate only in fresh water moving 9" per turn. It takes 40 of them to make a grappling attempt, which otherwise acts as a grapple by Mermen.

Dragon Turtle: The most fearsome monster of the waters, it dwells in large rivers, lakes or the ocean. They are exceptionally strong, being able to lift any ship upon their back if they happen to come up under it. The Dragon Turtle moves only 9" per turn. The Dragon Turtle can breathe steam in an area like that of the fire of a Red Dragon. Their number of Hit Dice range from 11–13. It is in all other respects like dragons, except the Dragon Turtle cannot fly and moves at 3" per turn on land.

LYCANTHROPE

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Water Elemental: A Water Elemental can prevent a ship from moving. It can overturn small vessels.

Giant Leeches: Found only in swampy terrain, these monsters move at 6" per turn. When they attack, a hit means that rather than score damage to their opponents they have attached themselves, and every two turns they will drain one life energy level. They can only be killed to detach them. Giant Leeches take from 2–12 hits to kill. Armor Class 8.

Crocodiles (Including Giant Crocodiles): Crocs move 15" per turn in water, 9" per turn on land. They can upset boats or rafts if of the giant type (20' or longer). They are found in swamps and warm rivers with slow current. Giant crocs score two dice of damage when they hit. They can be rammed by ships, killing them, but possibly causing damage to the ramming vessel (50% chance) unless the ship is ram equipped. Armor Class 5.

Giant Snakes: Moving at a speed of 20" per turn, the great snakes of the Sea (or large lakes) will attack as do Purple Worms. They can take from 6–36 hits, and the largest are able to wrap themselves around small ships (Longship or smaller) and cause them to suffer 10% per turn due to constriction. Armor Class 6.

Giant Octopi and Giant Squids: Found only in salt water, these monsters are able to move at 9" and 12" per turn respectively, and once per day they can jet — triple move and squirt out clouds of ink. Octopi take from 4–24 hits, and squid take from 6–36 hits. Note that each arm may attack. The largest squids attack like giant snakes, except that damage is double. The octopus has rubbery skin, giving it an armor class of 7. The squid has a shell over its stern, so front or arm hits are at Class 7 Armor, while body hits are at Class 3 Armor.

Giant Crabs: As these creatures cannot swim, they are a peril only near beaches and on land. They travel 6" per turn. They attack twice, once for each pincher, and can take from 3–18 points of damage. Due to their shells treat them as Class 2 Armor.

Giant Fish: Moving at 30" to 50" per turn, the various forms of giant fish will attack swimmers, small craft, or other monsters nearby. If they attack a small craft, they will become exposed to missile fire for a brief time. Some are able to ram (Moby Dick-types . . .). Harpoons are recommended.

Final Note: If sea monsters or monsters of the sea do not get a ship, perhaps it will sail off the edge of the world!

HEALING WOUNDS:

As noted previously, energy levels can only be regained by fresh experience, but common wounds can be healed with the passage of time (or the use of magics already explained). On the first day of complete rest no hit points will be regained, but every other day thereafter one hit point will be regained until the character is completely healed. This can take a long time.

TIME:

As the campaign goes into full swing it is probable that there will be various groups going every which way and all at different time periods. It is suggested that a record of each player be kept, the referee checking off each week as it is spent. Reconcile the passage of time thus:

Dungeon expedition	=	1 week
Wilderness adventure	=	1 move = 1 day
1 week of actual time	=	1 week of game time

The time for dungeon adventures considers only preparations and a typical, one day descent into the pits.

The time for Wilderness expeditions would include days of rest and recuperation.

Actual time would not be counted off for players "out" on a Wilderness adventure, but it would for those sequestered in their dens, hidey-holes, keeps, castles, etc., as well as for those in the throes of some expedition in the underworld.

AFTERWORD:

There are unquestionably areas which have been glossed over. While we deeply regret the necessity, space requires that we put in the essentials only, and the trimming will often have to be added by the referee and his players. We have attempted to furnish an ample framework, and building should be both easy and fun. In this light, we urge you to refrain from writing for rule interpretations or the like unless you are absolutely at a loss, for everything herein is fantastic, and the best way is to decide how you would like it to be, and then make it just that way! On the other hand, we are not loath to answer your questions, but why have us do any more of your imagining for you? Write to us and tell about your additions, ideas, and what have you. We could always do with a bit of improvement in our refereeing.

FIGHT ON!

ELEMENTALS